Party games -first edition by Leszy Publishing House

Hit the gap/Sausaage party/Five finger games

It is a game wherein, placing the palm of one's hand down on a table with fingers apart, using a knife or other sharp object, players attempts to stab back between one's fingers, trying not to hit the fingers. It can be play alone or in bigger groups.

Ingame rules (with /dice command)

Player choose a number of gap between fingers (2,3,4 or 5). Then use /dice command.

If he hit number he choose he gain 1 point.

If dice command effect is 1 – something bad happen (for example he make a cut on his palm or finger, or cut of finger from his hand (or cardboard hand or hand recovered from body used for safe play).

If player roll 6 – he gain 2 points and can well describe nice tricks,

Poison and cure/ Pick your poison/Pac arboriana drinking contest

https://www.landsoflords.com/arm/org/73734/1196762

Players take turns making drinks from bottles containing pairs of poison and antidote or various substances that react with each other and colour the drinks. They can also create different flavours.

Ingame rules (with /dice command)

Game modes (everybody can choose one for their round or one is chosen for all game):

a) *Bet*

Player make drink from one bottle.- roleplay description

Then he choose one number and roll 3 dices (command /dice 3).

If he hit 1 choosen number – nothing happen – describe anything you want in roleplay

If he hit 2 choosen numbers – You have surprisingly well tasted drink and recover from one poison effect you had.

If he hit 3 choosen numbers You have surprisingly well tasted drink and recover from two poison effects you had.

If none choosen number is rolled on dice – you get new poison effect (The biggest difference between the dice results and the selected number counts.) :

If difference is 1 – you get weak poison (for example blurry vision/ hand shaking/ skin rash).

If difference is 2 or more – you get more serious poison effect.

b) Pair – classic game

Player make drink from two bottles.- roleplay description

Roll 4 dices and if:

There are 3 dices with same numbers – you recover from one poison effect you had.

There are 2 dices with same numbers – you have nice drink and feel nothing wrong

No same dices – you get new poison effect:

Roll 1 dice – higher number more serious is poison effect and worst taste.

Other variants:

Safe play

You don't describe poison effect just colours drinks have / or taste of drinks). If you hit bad colour or taste you lose game "healthpoint". Players who lose them all is eliminated from game (he is to drunk for continue or vomit for example).

It is cherry or insect?

Game can be played with box filled with cherries in chocolate or insects in chocolate (some MAY BE ALIVE).

Roll one additional dice:

If the number rolled is even, it's a chocolate-covered cherry. If it's odd, it's a chocolate-covered insect.

Additional rules:

If the number is 1, the insect is alive and crawls into your stomach or out of your mouth.

If the number is 6, you have received medicine in chocolate. Cure 1 poison effect now or save it for later.